



Co-funded by  
the European Union



**SHAPING THE FUTURE**

# **Pool of Training Materials to build capacity in the digital arts field**

**Shaping the Future - 101055789**

**Deliverable n. D4.1**

## DELIVERABLE FACTSHEET

<b>Work Package</b>	WP4
<b>Deliverable</b>	D4.1
<b>Due Date</b>	30 April 2023
<b>Submission Date</b>	30 April 2023
<b>Dissemination Level</b>	<input checked="" type="checkbox"/> – Public <input type="checkbox"/> SEN – Sensitive
<b>Deliverable Lead</b>	LASL
<b>Status</b>	<input type="checkbox"/> Plan <input type="checkbox"/> Draft <input type="checkbox"/> Working <input type="checkbox"/> Final <input checked="" type="checkbox"/> Approved
<b>Abstract (for public dissemination only)</b>	A collection of links to pdf documents, videos, images and other training resources, used by guest lecturers to deliver the 3-day capacity building.
<b>Keywords</b>	Digital tools, 3D scanning, generative 3D modelling, AI image creation, fab labs, physical computing, useful resources, learning materials

## 1. TABLE OF CONTENTS

1. TABLE OF CONTENTS	1
2. Introduction	4
2.1. Scope of this Document	4
2.2. Intended Audiences for this Document	4
2.3. Tools and Methodologies used	4
3. List of training materials by workshop	6
3.1. From virtual to Real - Francesco Pusterla	6
3.2. Mediating between the digital and the real world - Bart Vanderput	7
3.3. An Introduction to Procedural 3D Computer Graphics - Blaž Miklavčič	8
3.3. AI Co-Creation - István Keszei	9

## ACRONYMS AND ABBREVIATION

ACRONYM	DESCRIPTION
CA	Consortium Agreement
STF	Shaping the Future
SG	Steering Group
EC	European Commission
DT	Dissemination Team
GA	Grant Agreement
PC	Project Coordinator



**SHAPING THE FUTURE**

## Call for applicants



Co-funded by  
the European Union

<b>WP</b>	Work Package
<b>PPT</b>	Powerpoint

## 2. Introduction

Shaping The Future is an international project, co-financed by the Creative Europe Programme of the European Union, aimed to foster the capacity of artists to imagine and shape the future through visual arts, design and critical thinking. The project's core goal is to provide a modular support path for empowering artists to produce, disseminate and market their creations internationally. By educating them on the most recent technologies and digital methodologies and supporting them in the development process of an artistic project, we aim to improve visual artists' skills and competencies spanning through analogue and digital areas.

The consortium brings together four partners from Italy, Slovenia, Hungary and Belgium, each active in the field of training, promoting and supporting visual artists under complementary aspects. [Accademia di Belle Arti Aldo Galli](#) is a Fine Arts Academy, offering a transversal and interdisciplinary education focused on synergies between visual arts, restoration, design and fashion textiles. [Ljudmila](#) is a laboratory for developing art, science and technology based on community and open-source approaches. [Moholy-Nagy University of Art and Design](#) is a community of designers, artists & innovators working together to tackle global challenges. [Cityfab 1](#) is a fabrication laboratory that gives anyone, regardless of their level of knowledge, access to the tools and knowledge needed to carry out projects using computer-controlled machines.

### 2.1. Scope of this Document

This document intends to list the training materials used by mentors in the Shaping the Future training model. This is the first version of the document which will be updated in further preparations for the Transnational training in Como, Italy.

### 2.2. Intended Audiences for this Document

This document is public to serve as a supporting document for understanding the Shaping the Future training methodology.

### 2.3. Tools and Methodologies used

Mentors have prepared presentations, introducing the themes of their workshops, links



**SHAPING THE FUTURE**

## Call for applicants

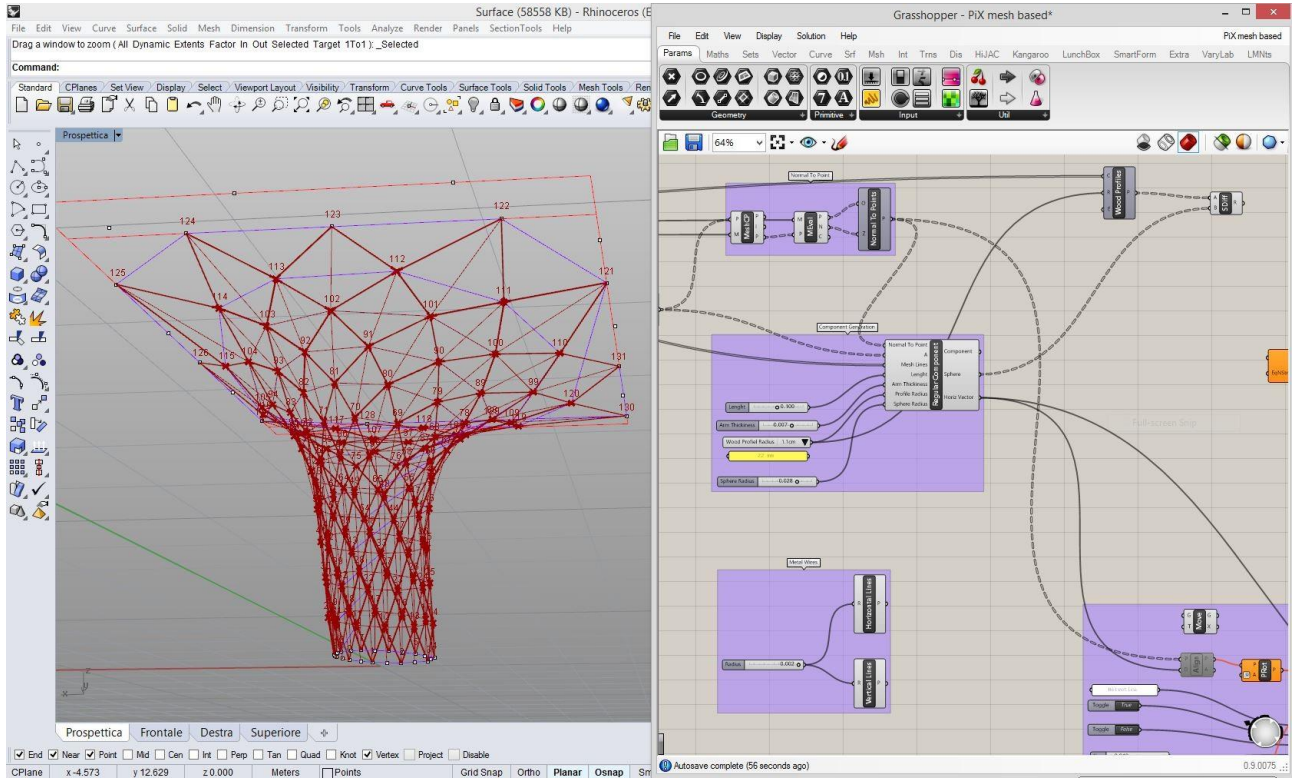


Co-funded by  
the European Union

to useful resources and instructive videos to support their pedagogical work with attendees.

### 3. List of training materials by workshop

#### 3.1. From virtual to Real - Francesco Pusterla



#### 1) Presentation ppt

<https://docs.google.com/presentation/d/1dcigzeFTKs0ZDSNEFVTObsB3-BaNuRgE/edit?usp=sharing&ouid=107287700934588387500&rtpof=true&sd=true>

#### 2) Workshop video introduction

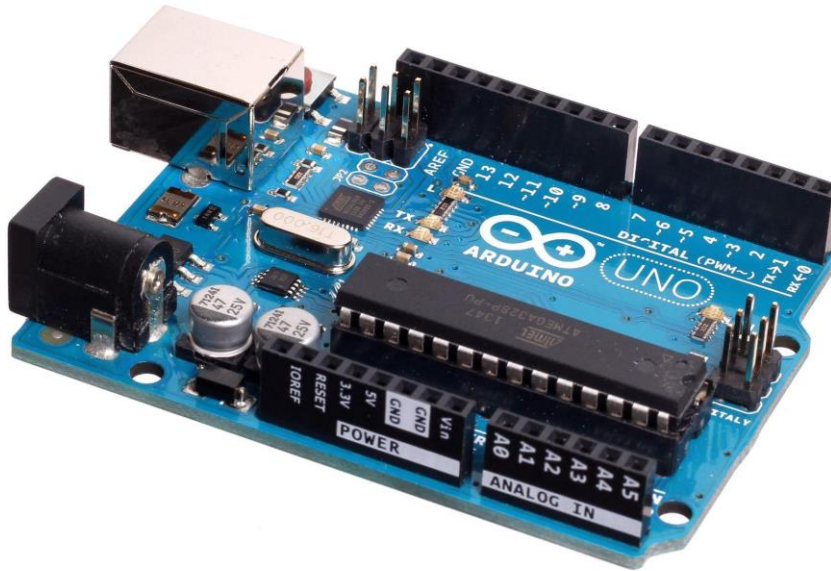
[https://drive.google.com/file/d/1izjwJlRo9kkz\\_woF6BYVCoaMuTKlJuD/view?usp=sharing](https://drive.google.com/file/d/1izjwJlRo9kkz_woF6BYVCoaMuTKlJuD/view?usp=sharing)

#### 3) Useful online resources (cheatsheets, documentation, tutorials by others etc.)

<https://www.youtube.com/channel/UCPheXwPeFLnWWho8u4ksSH7w>

<https://agisoft.freshdesk.com/support/solutions>

### 3.2. Mediating between the digital and the real world - Bart Vanderput



#### 1) Presentation ppt

[https://docs.google.com/presentation/d/1Ae-46G1\\_afkFU7qZQ-Q-Oj48rK9Ttajl/edit?usp=sharing&ouid=107287700934588387500&rtpof=true&sd=true](https://docs.google.com/presentation/d/1Ae-46G1_afkFU7qZQ-Q-Oj48rK9Ttajl/edit?usp=sharing&ouid=107287700934588387500&rtpof=true&sd=true)

#### 2) Workshop video presentation

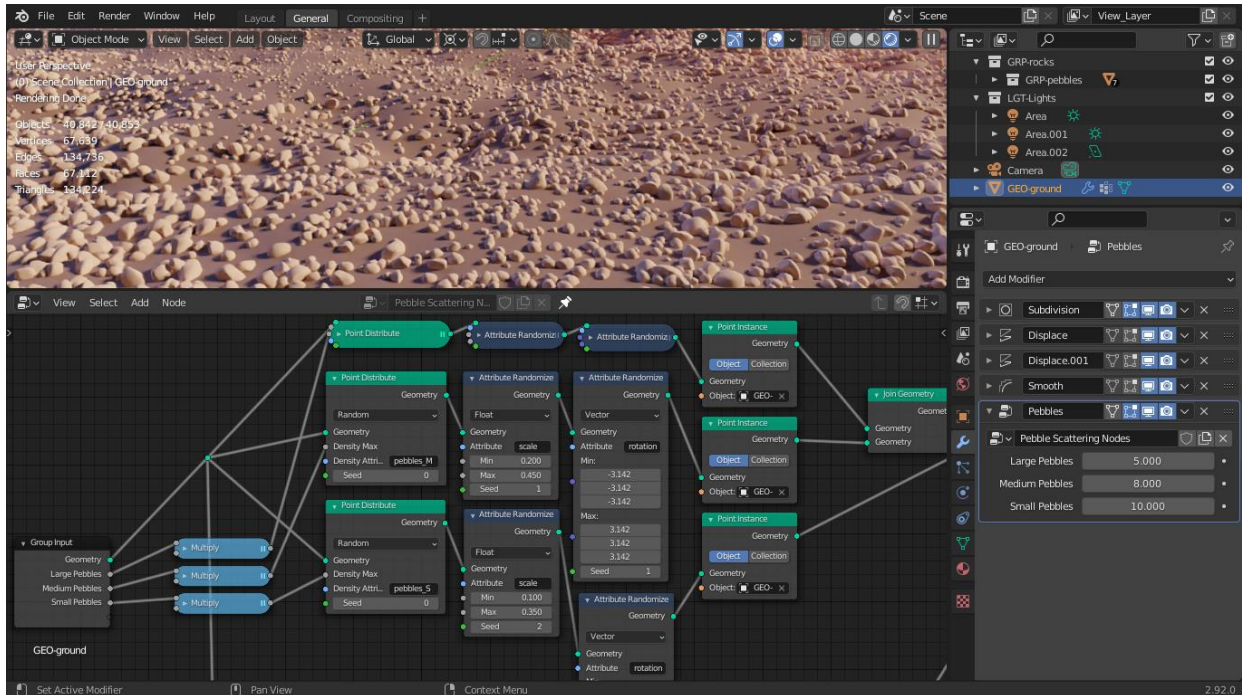
<https://drive.google.com/file/d/1JKyb9MgyWQdWsVgOnYU3pomfb9UPUXet/view?usp=sharing>

#### 3) Workshop manual

<https://drive.google.com/file/d/1pRWAGbiMyNYCzUErMLJt-EVHpiR3udjj/view?usp=sharing>



### 3.3. An Introduction to Procedural 3D Computer Graphics - Blaž Miklavčič



#### 1) Presentation ppt

[https://docs.google.com/presentation/d/14osDVIABdmmZR4EhbljzmWB0C\\_2wWWAN6bL\\_A5X0kh0/edit?usp=sharing](https://docs.google.com/presentation/d/14osDVIABdmmZR4EhbljzmWB0C_2wWWAN6bL_A5X0kh0/edit?usp=sharing)

#### 2) Useful online resources (cheatsheets, documentation, tutorials by others etc.)

Participants should watch this tutorial series before joining the workshop:

Blender Guru - The Donut:

- <https://youtube.com/playlist?list=PLjEaolNr3zgFX8ZsChQVQsuDSjEqdWMAD>
- The most important videos to cover in the series are: 1, 2, 3, 4, 6, 7, 9, 10, 11, 13, 15. Although the other ones are useful too.

Blender shortcuts cheat sheet (participants should keep this handy):

- <https://defkey.com/blender-shortcuts?orientation=portrait&filter=false&cellAlternateColor=%23d6ffef&showPageNumber=true&showPageNumber=false&pdf=True>

### 3.3. AI Co-Creation - István Keszei



#### 1) Presentation ppt

<https://docs.google.com/presentation/d/1D3-UF7JWOrANh6ZM7VimQ-n00ZafZ4QX/edit?usp=sharing&ouid=107287700934588387500&rtpof=true&sd=true>